

3D CONSTRUCTION KIT 2.0™

- 1) P.7, para 5 : On the PC version the floor is called "Cuboid" and is green (effectively there is no ground).
- 2) P.13, para 2 : The first object on the list will be called "Cuboid" on the PC version.
- 3) P.14, para 2 : The unavailable functions on the MOVE panel are not shaded out in the current version.
- 4) P.18, para 5 : There is always an entrance created in the default world, so your created entrance will be entrance 2.
- 5) P.18, para 6 : Because there is a default entrance, there are two entrances so the Next button will not be dimmed.
- 6) P.20, para 8 : Area colours do not apply to the PC version, the same palette of 256 colours apply to all areas.
- 7) P.31, para 4 : On the PC version, border files have the extension LBM and have slightly different names depending on whether you want EGA or VGA.
- 8) P.32, para 3 : Screen co-ordinates go from the top left of the screen not the bottom left
- 9) P.38, para 2 : On the PC version only the MASK and FILE fields may be edited, not the PATH field.
- 10) P.50 : The SOUND menu on the ST is the same as the Amiga.
- 11) P.80 : Comments - comments may be inserted into a FCL condition by preceding the line with a semi-colon eg.; This is a comment
- 12) P.88, Example code for BITSET : This will check for the right mouse button (to check for the left use BITSET?(0,V16))
- 13) P.96, Notes for DISABLE : DISABLE and ENABLE only work in TEST mode.
- '14) P.96, Parameters entry for DISTANCE : P5, P6 and P7 are optional, if they are not specified then the viewpoint is used as the second parameter
- 15) P.97, Description entry for DRAWONLY : Enables you to perform graphic commands, such as moving animation brushes across the screen, without doing a (potentially) slow redraw of the 3D view.
- 16) P.100, Description for FADE? : FADE? is true if an object is fading.
- 17) P.105, Notes for FOPEN : Only one file may be open at any time.
- 18) P.118 : LIMIT is a Variable Modifier not a Graphics Command
- 19) P.119 : LOADWORLD performs a reset, so all variables except V255 are cleared
- 20) P.126, Example for MOVETO : MOVE should say MOVETO.
- 21) P.148, Example for SWAPSTR : should say SWAPSTR and not SEWAPSTR.
- 22) P.150, Notes for TEXTFONT : Current valid font number are -1 and -2. Future versions will have more fonts included
- 23) P.160, Notes for VIEWWINDOW : On the PC version the maximum window width is 256 pixels, and it can only be changed in units of 8 pixels.
- 24) P.171, A1.2 Filename Extensions : On the PC the extension for a BRUSH/BORDER file is .LBM
- 25) Appendix 3:
  - SHIFT + S Shortcuts on/off
  - ALT + v Select new vehicle
  - CTRL + F1 Change to WALK mode
  - CTRL + F2 Change to FLY1 mode
  - CTRL + F3 Change to FLY2 mode
  - CTRL + F4 Change to camera 1 view
  - CTRL + F5 Change to camera 2 view
  - CTRL + F6 Change to camera 3 view
  - CTRL + F7 Change to camera 4 view
  - CTRL + F8 Change to camera 5 view
  - CTRL + F9 Change to camera 6 view
- F1, w, and t do not work properly in the debugger. Click on the fields with the mouse instead.
- 26) The definitions for brush animation commands have changed, See the new definitions below.

**New FCL Definitions**

<b>Mnemonic:</b>	BRUSHANIMACTIVE?(P1)	<b>Shorthand:</b>
<b>Type:</b>	Condition Statement	
<b>Parameters:</b>	P1 - Brush Anim number : numeric variable or constant	
<b>Description:</b>	Check if brush anim P1 is currently active.	
<b>Example:</b>	IF BRUSHANIMACTIVE?(3) THEN STOPBRUSHANIM(3) ENDIF	
	If brush anim 3 is active it will be stopped	
<b>Flags:</b>	TRUE if brush anim is active	
<b>Mnemonic:</b>	DISABLEBRUSHANIM(P1)	<b>Shorthand:</b>
<b>Type:</b>	Graphics Command	
<b>Parameters:</b>	P1 - Brush Anim number : numeric variable or constant	
<b>Description:</b>	Disable brush anim P1.	
<b>Example:</b>	IF BRUSHANIMACTIVE?(3) THEN DISABLEBRUSHANIM(3) ENDIF	
	If brush anim 3 is active it will be disabled.	
<b>See Also:</b>	ENABLEBRUSHANIM	
<b>Mnemonic:</b>	ENABLEBRUSHANIM(P1)	<b>Shorthand:</b>
<b>Type:</b>	Graphics Command	
<b>Parameters:</b>	P1 - Brush Anim number : numeric variable or constant	
<b>Description:</b>	Enable brush anim P1.	
<b>Example:</b>	IF NOT BRUSHANIMACTIVE?(3) THEN ENABLEBRUSHANIM(3) ENDIF	
	If brush anim 3 is not currently active then enable it.	
<b>See Also:</b>	DISABLEBRUSHANIM	
<b>Mnemonic:</b>	GETBRUSHANIM(P1,P2,P3,P4)	<b>Shorthand:</b>
<b>Type:</b>	Graphics Command	
<b>Parameters:</b>	P1 - brush number : numeric variable or constant	
	P2 - Mode : numeric variable or constant	
	P3 - Current frame : numeric variable or constant	
	P4 - Total frames : numeric variable or constant	
<b>Description:</b>	For anim brush number P1 get the current mode into P2, the current frame number into P3 and the total number of frames into P4. The mode parameter P4 can have the following values :	
	1 STOPPED	
	2 SINGLE	
	3 REPEAT	
	4 BOUNCE	
	5 RANDOM	
	Add 256 to the mode value for a backwards direction.	
<b>See Also:</b>	SETBRUSHANIM	
<b>Mnemonic:</b>	RESTARTANIM(P1[,P2])	<b>Shorthand:</b>
<b>Type:</b>	Animator Command	
<b>Parameters:</b>	P1 - Animator number : numeric variable or constant	
	P2 - Area number : numeric variable or constant	
<b>Description:</b>	Restart Animator condition P1 in area P2. If P2 is omitted then the Animator is assumed to be in the current area.	
<b>Example:</b>	RESTARTANIM(1,10)	
	Animator number 1 in area 10 will be restarted.	
<b>See Also:</b>	STARTANIM, STOPANIM	

## ADDENDUM

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<b>Mnemonic:</b>	SETBRUSHANIM(P1,P2,P3)	<b>Shorthand:</b>
<b>Type:</b>	Graphics Command	
<b>Parameters:</b>	P1 - brush number : numeric variable or constant P2 - Mode : numeric variable or constant P3 - Frame number: numeric variable or constant	
<b>Description:</b>	For anim brush number P1 set the current mode to P2 and the current frame number to P3. The mode parameter P2 can have the following values : 1 STOPPED 2 SINGLE 3 REPEAT 4 BOUNCE 5 RANDOM	Add 256 to the mode value for a backwards direction. SETBRUSHANIM(2,-1,4)
<b>Example:</b>		Make brush anim display frame 4 without changing the mode.
<b>Notes:</b>		Setting either of the parameters to -1 will leave it unchanged.
<b>See Also:</b>		GETBRUSHANIM
<b>Mnemonic:</b>	STARTBRUSHANIM(P1,P2,P3,P4)	<b>Shorthand:</b>
<b>Type:</b>	Graphics Command	
<b>Parameters:</b>	P1 - brush number : numeric variable or constant P2 - X coord : numeric variable or constant P3 - Y coord : numeric variable or constant P4 - Mode : numeric variable or constant	
<b>Description:</b>	Start the anim brush number P1 at the screen location P2,P3. The mode parameter P4 can have the following values : 1 STOPPED 2 SINGLE 3 REPEAT 4 BOUNCE 5 RANDOM	Add 256 to the mode value for a backwards direction. STARTBRUSHANIM(1,10,15,4)
<b>Example:</b>		Anim brush number 1 will be started at location 10,15 in bounce mode.
<b>See Also:</b>		STOPBRUSHANIM
<b>Mnemonic:</b>	STOPBRUSHANIM(P1)	<b>Shorthand:</b>
<b>Type:</b>	Graphics Command	
<b>Parameters:</b>	P1 - Brush number : numeric variable or constant	
<b>Description:</b>	Stop the anim brush P1.	
<b>Example:</b>	STOPBRUSHANIM(1)	
<b>Notes:</b>		Effectively marks the anim brush as inactive.
<b>See Also:</b>		STARTBRUSHANIM